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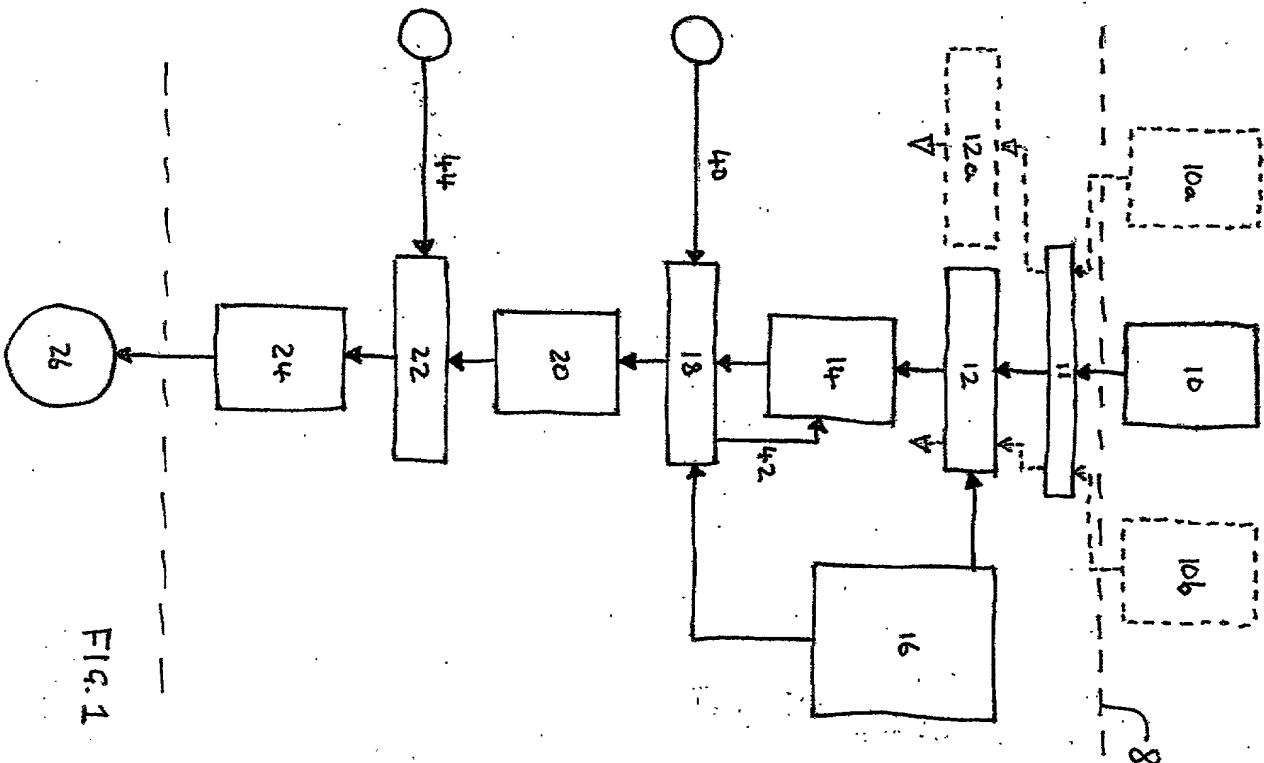


FIG. 1

09635483 041604

09835433 041101

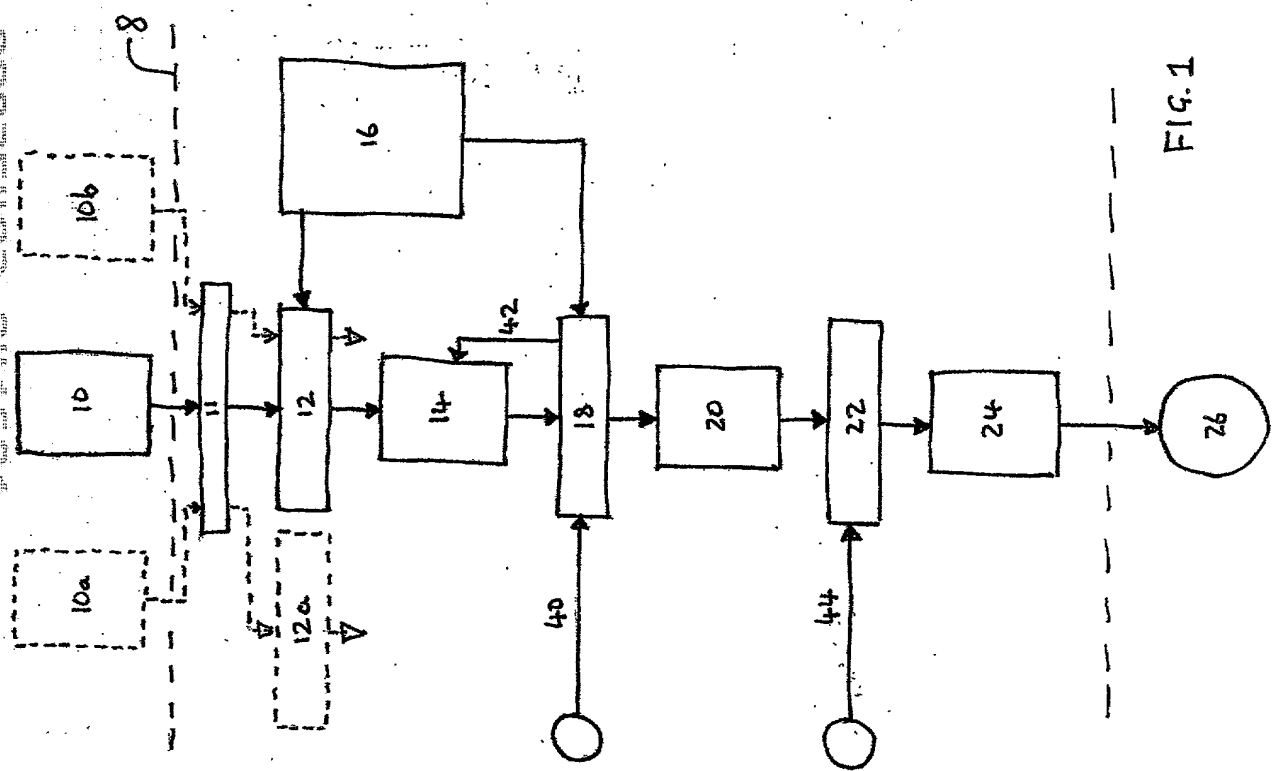


FIG. 1

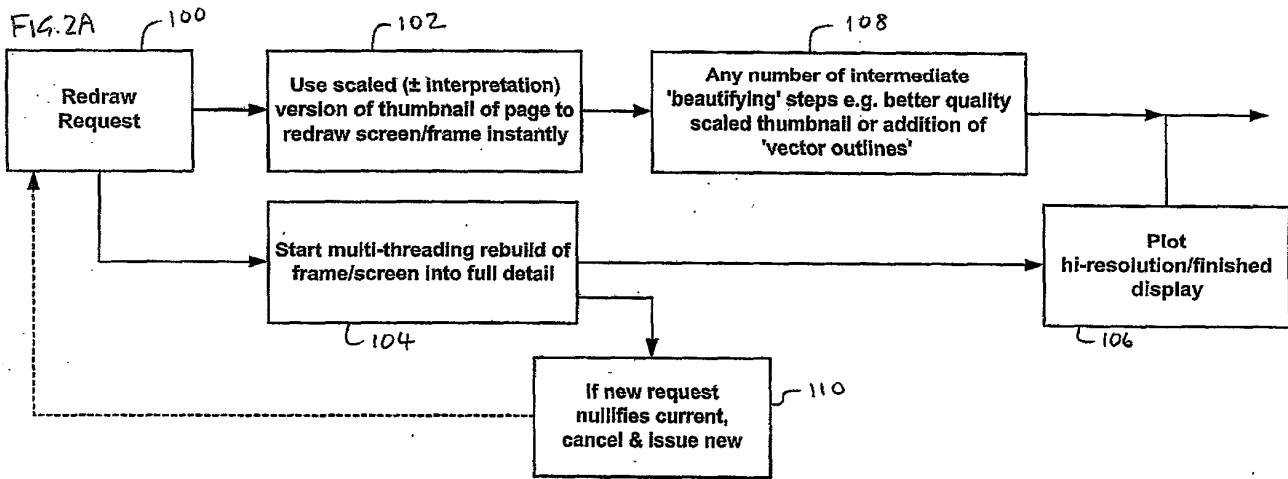


FIG. 2B

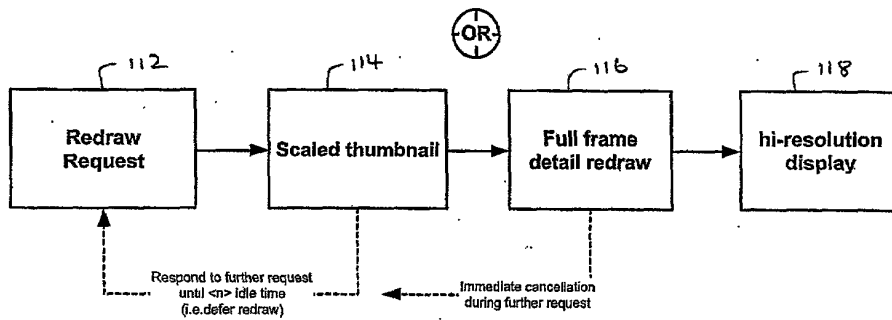
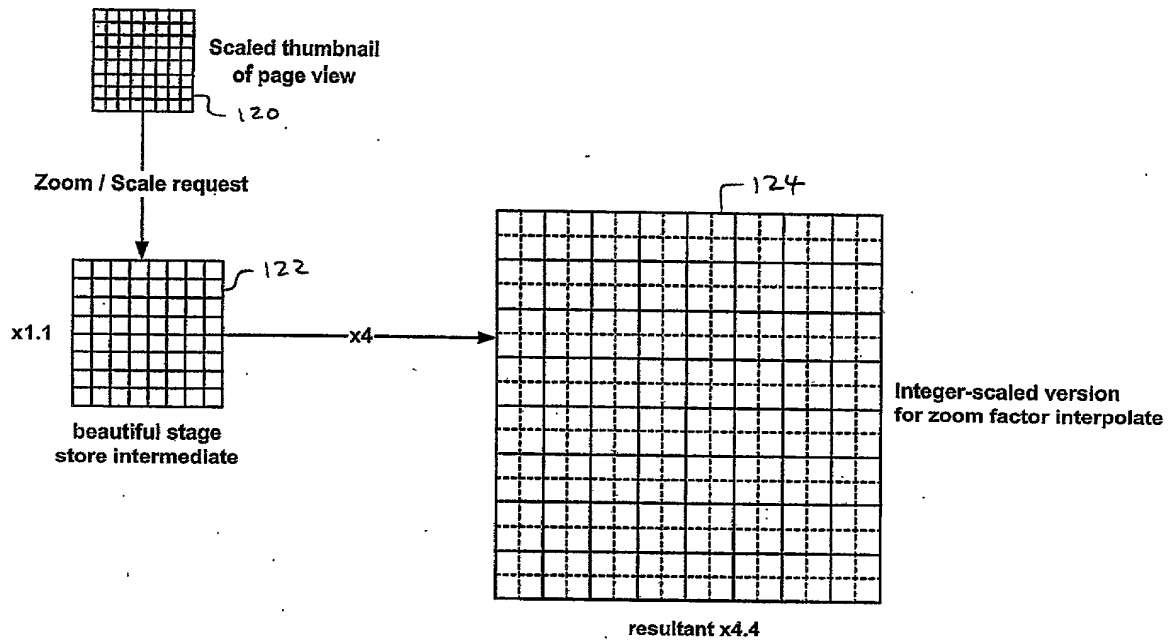
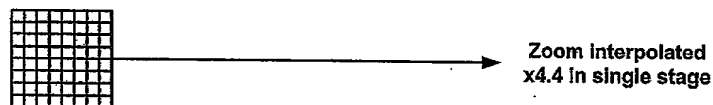


FIG. 3



Versus



- Intermediate stage 'infrequent' & therefore can use beautiful/detailed scaling, versus rapid/cruiser final or single stage scale.

FIG. 4A

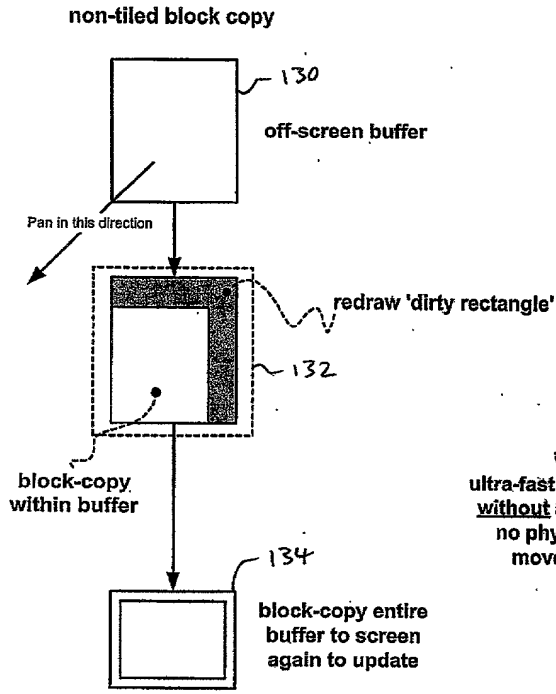
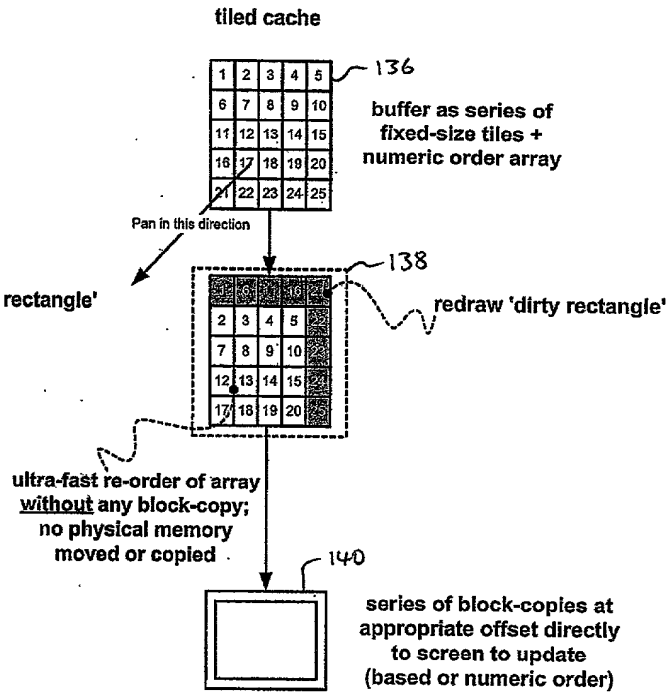


FIG. 4B



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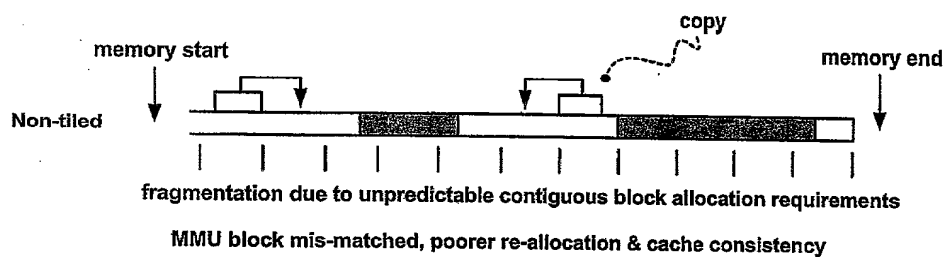



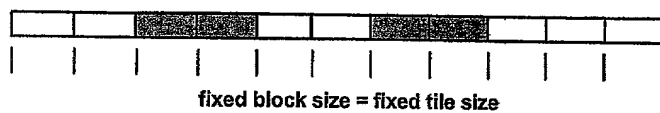


FIG. 5A

-  = unused (released) blocks
-  = large numbers of physical memory copy operations
-  = physical memory MMU

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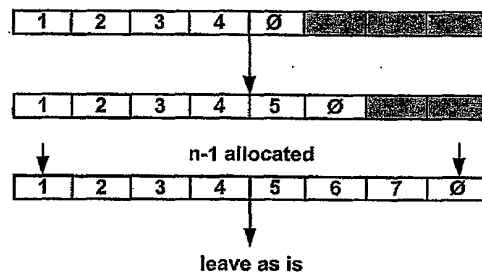
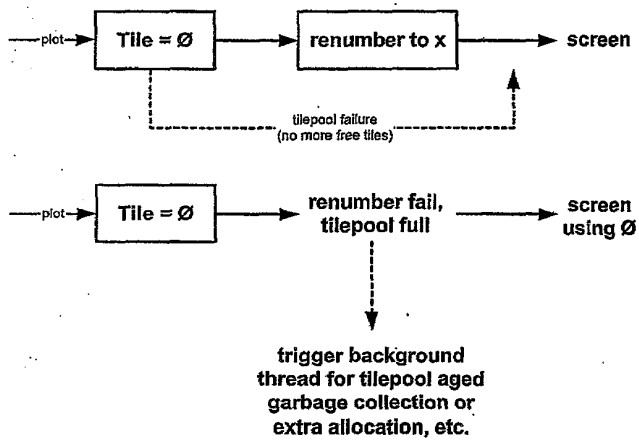
Tiled



unlimited amount of fragmentation has no effect on usability  
no copy operations required (for buffer re-centering Fig.24)  
potential perfect synchronisation with MMU predictability  
& extendibility of pool (l)

FIG. 5B

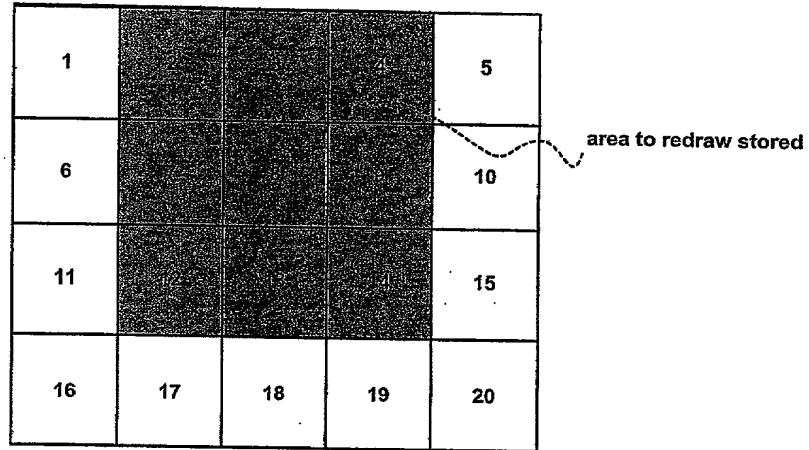
FIG. 5C



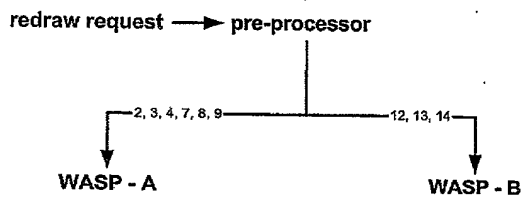
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00035483.041601

FIG. 6

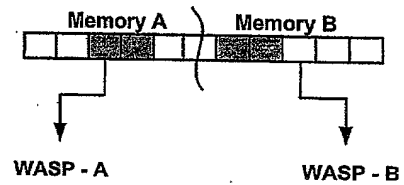


tiles 1-10 handled by WASP-A  
tiles 11-20 handled by WASP-B



-OR-

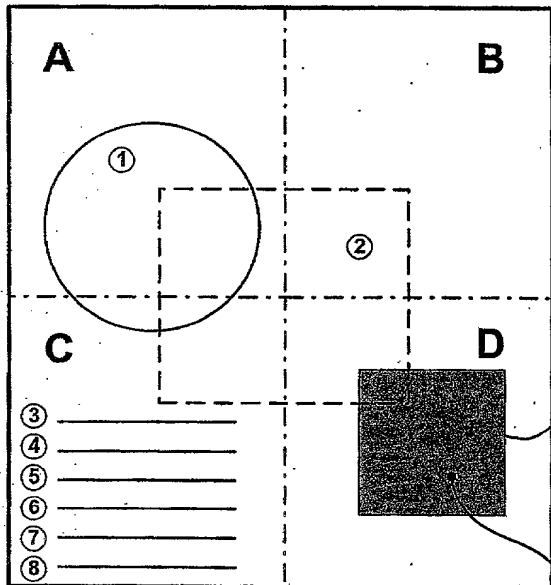
based on memory map of Fig. 5B  
split pool accordingly regardless of  
screen position



098354B3 041601



FIG. 7



4 Zones | A, B, C, D

8 Objects | ① - ⑧

By Zone: A = ①, ②

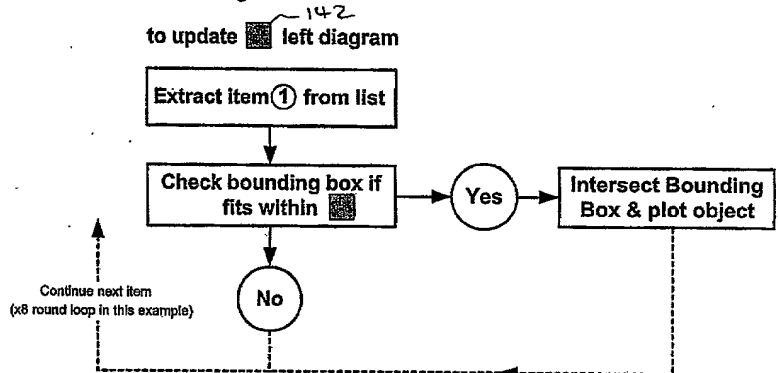
B = ②

C = ①, ②, ③...⑧

D = ②

FIG. 8

Without Zoning:



With Zoning:

Intersect with zones

Vastly reduces in many cases amount of objects extracted & compared.

Concatenate item from zone(s) list, here = D, get ②

Ratio of zone size & typical object size is critical.

Check bounding box if fits

Common case of many small locally clustered objects (text / gradfills) good example of beneficiaries.

As above  
(x1 loop in this example)